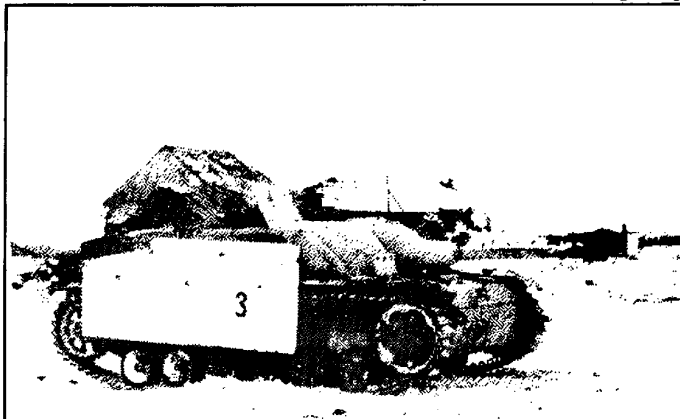


# THERE ONCE WAS A LITTLE COLUMN...

## SCENARIO ASL TAC28 Translated by Coastal Fortress Gaming Group

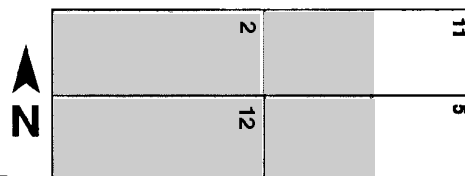


**VICTORY CONDITIONS:** The Germans win if they control 4 buildings on board 12 between hexrows Land W at scenario end.

**MARVIE, BELGIUM, December 28, 1944:**

In the Bastogne sector as elsewhere, the Ardennes offensive was now marking time. Fierce American resistance and German tactical errors were allowing the 101<sup>st</sup> Airborne to arrive just in time. The 327<sup>th</sup> Glider Regiment had orders to take charge of the southern section of the perimeter defense of the town. At dawn on the 20<sup>th</sup> of December, the 2<sup>nd</sup> Battalion relieved the weakened and exhausted 35<sup>th</sup> Engineer Battalion who were defending the village of Marvie. A platoon of light tanks from Team O'Hara of the 10<sup>th</sup> Armored Division reinforced the glider troops. As well, two Shermans were posted on the heights to the north.

### BOARD PLACEMENT:



### BALANCE:

♣ Add one Game Turn

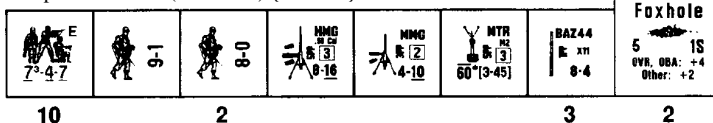
*On boards 5 and 11, only hexrows R-GG are playable*

☆ Add an 8-1 armor leader to the elements of C Company

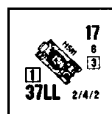
☆ AMERICAN sets up first	1	2	3	4	5	6	7	END
♣ GERMAN moves first								



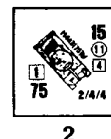
**Elements of the 2<sup>nd</sup> Battalion, 327<sup>th</sup> Glider Regiment [ELR: 5]**  
setup on board 12 (see SSR2) {SAN: 3}:



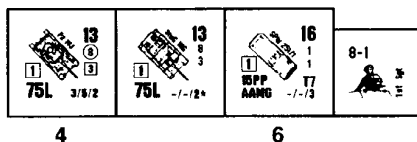
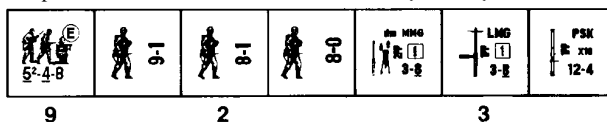
**Platoon of D Company, 3<sup>rd</sup> Tank Battalion, Team O'Hara**  
setup on board 12 east of hexrow Q, with a LOS to board 5 (see SSR3):



**Elements of C Company, 21<sup>st</sup> Tank Battalion, Team O'Hara**  
setup HIPin concealment terrain on board 2:



**Elements of 2<sup>nd</sup> Battalion of 130<sup>th</sup> Panzer Regiment, of 902<sup>nd</sup> Panzergrenadier Regiment and of 243<sup>rd</sup> Sturmgeschutz Brigade (Panzer Lehr Division) [ELR:3]**  
setup on/east of hexrow Y on boards 5 and 11 {SAN: 2}:



*Scenario Design: Philippe Naud '92*

### SSR:

- EC are Ground snow, with no wind at start. The Gullies/Bridges on board 5 do not exist. Consider the corresponding hexes as the other terrain present.
- All American infantry units in Concealment Terrain may setup Concealed. One US squad (or equivalent) and any Leader/SWstacked with it may setup using HIP.
- As soon as an M5A1 is Destroyed/Immobilized/Shocked, the American player must take a TC based on the morale of a vehicle crew, with a +1 modifier for each M5A1 Destroyed/Immobilized/Shocked after the first (i.e. 2 M5A1: +1, 3 M5A1: +2, ...). If the TC is failed, the surviving M5A1s are Recalled by the north edge of board 2. This TC is made for every M5A1 Destroyed/Immobilized/Shocked.

**AFTERMATH:** At 1125, the M5s and the village began taking fire from armored vehicles in the woods to the east. After having lost one machine, the commander of the light tanks asked for and received permission to withdraw. The German column continued its advance on the village, but without having spotted the Shermans... Two Panzer IVs, an SPW and the only StuG were quickly destroyed. One German tank preferred to withdraw while the last was "bazookaed". By 1300, all the other halftracks were knocked out and their occupants killed or captured in Marvie. A column from Panzer Lehr had just been annihilated.